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מספר: Number	152441
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חוק הפטנטים, תשכ"ז-1967  
Patent Law, 5727 - 1967  
בקשה לפטנט  
Application for Patent

אני, (שם המבקש, מענו ולגבי גוף מאוגד - מקום התאגדותו)

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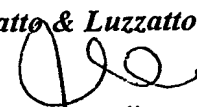
משחק חינוכי ומכשירים למשחק בו

(בעברית)  
(Hebrew)

EDUCATIONAL GAME AND DEVICES FOR PLAYING IT

(באנגלית)  
(English)

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*בקשת חלוקה - Application of Division		*בקשת פטנט מוסף - Application for Patent Addition		*דרישה דין קדימה Priority Claim	
*מבקשת פטנט from Application מס' _____ dated _____		*לבקשה/לפטנט to Patent/Appl. מס' _____ dated _____		מספר/סימן Number/Mark	תאריך Date
*יפוי כח: כללי / מיוחד - רצוף בזה / עוד יוגש P.O.A.: general / individual - attached / to be filed later הוגש בענין _____ המען למסירת מסמכים בישראל Address for Service in Israel לוצאטו את לוצאטו ת.ד. 5352 מספרנו: 15025/02 באר שבע 84152					
חתימת המבקש Signature of Applicant Luzzatto & Luzzatto By:  Attorneys for Applicant				היום 23 בחודש אוקטובר שנה 2002 This of the year	

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EDUCATIONAL GAME AND DEVICES FOR PLAYING IT

## **EDUCATIONAL GAME AND DEVICES FOR PLAYING IT**

### **Field of the Invention**

This invention relates to a novel game, based, to a greater or smaller extent, on the classic game of chess, and which has social and educational values and to an educational method based on such a game. The novel game reduces the tensions that exist in classic games, increase the satisfaction of winning (against three opponents), reduces the feeling of failure after a loss (their being a partner to the loss), and contributes to strengthen self-reliance and to develop the intelligence. This invention also relates to devices for playing the game and carrying out the method, including a board and, optionally, patterns that define the allowable motions of the pieces of the game.

### **Background of the Invention**

The classic game of chess is played by two players (black and white) each using sixteen pieces, which can be moved over the board comprising eight squares on each side, viz. sixty-four squares, according to well-known rules. The game is now considered an intellectual sport, which can only be played successfully by persons having special intellectual capacities and having acquired a specialized knowledge, based on known variants widely described in a specific literature.

Variations of the classic chess game have been developed and are known. Some of those variations are intended to permit four players to take part in the game. For instance, the so-called Roman Chess is illustrated in

Fig. 1. It involves a board of 10 x 10 squares and four sets of ten chess men each, each near a corner of the board.

Another variant known as Four-Handed Chess uses a cross-shaped board, the center of which is equal to the standard 8 x 8 board and which is provided with four extensions of 3 x 8 squares, with a total of 160 squares. The game is played by four players each having a classic set of 16 chess men. This variant, however, is somewhat cumbersome and for this reason has no significant value in promoting the players' skills. In order to simplify it, in another variant, the four arms comprise only 2 x 8 squares, but this requires specific rules because, by the classic rules, the pawns on the rooklines would be able to capture each other from their starting position.

Other variants are described in The Encyclopedia of Chess Variants by David Pritchard, Games and Puzzles Publications, 1994. However, none of the known variants have the educational values that would be desirable. Further, either they are so different from classic chess that playing them does not prepare beginners to play classic chess, or, while embodying the classic rules of chess, they are too complicated because of the size of the board and the number of pieces involved in them.

It is therefore a purpose of this invention to provide a novel game that is free of the aforesaid disadvantages.

It is another purpose to provide such a game that is based on the rules of the classic chess game.

It is a further purpose to provide such a game that can be easily played by four persons and has therefore social and entertainment values.

It is a still further purpose to provide such a game that can be played with a board that is derived from that of the classic chess game (hereinafter "the classic board").

It is a still further purpose to provide such a game that can be played with a board that does not include the entire classic board as a part of it and is therefore less cumbersome.

It is a still further purpose to provide such a game that can be played with the pieces of the classic chess game (hereinafter "the classic pieces") or by different pieces each of which corresponds to a classic piece, by which is meant that it may have a different structure and shape but has the same function and powers of a classic piece and is subject to the same rules, particularly as to the movements permitted to it.

It is a still further purpose to provide such a game, which in a preferred embodiment is somewhat simplified with respect to the classic chess game, but is sufficiently close to it and particularly applies the same rules, so that it educates the players towards the classic game and helps them acquire the abilities required by it.

It is a still further purpose to provide boards and sets of chess pieces that are adapted for such a game.

It is a still further purpose to provide patterns that are adapted to guide beginners in learning such a game and are equally useful for learning the classic chess game.

It is a still further purpose to provide an educational method that is based on such a game and means for carrying out said method.

It is another purpose to provide a set comprising a base board and a plurality of frames which combine with the base board to create a number of different game boards.

Other purposes and advantages of this invention will appear as the description proceeds.

### **Summary of the Invention**

The game of the invention has the following features:

1 – It is played by four players, each having a set of 12 pieces comprising a first subset of six pieces, two of which are equal to one another while the other four are different from one another and from the aforesaid two, and a second subset of six pieces, equal to one another and different from the pieces of said first set.

2 – The aforesaid sets of pieces are arranged, at the start of the game, each on the outermost on two parallel rows, the six pieces of said first

*subset* on one row in a predetermined succession, and the six pieces of *said second subset* on the other row.

3 - The players make their moves successively in clockwise or counterclockwise order.

4 - One of the pieces of each set is designated as the main piece, and when said main piece is taken, the player to whom it belongs exits the game with all his pieces.

5 - Optionally, there is only one winner of the game, and he is the player who succeeds to preserve his main piece.

Preferably, the sets of pieces are equal to or corresponding to the classic chess set, except in that the said first subset has only one bishop and one knight, or corresponding pieces, instead of two, and said second subset has only six pawns instead of eight. In such sets, the king is the main piece; therefore, for the sake of convenience, the main piece, no matter what it actually is, will be called hereinafter "the king". The aforesaid sets of pieces are arranged, at the start of the game, each on the outermost two rows of one of the aforesaid arms, according to a predetermined succession that is preferably the same as in the classic chess game, except that more preferably all sets are arranged in the same way and not specularly to one another as in the classic chess game. If the sets are composed of pieces equal to or corresponding to those of the classic game, their succession from right to left is: rook, knight, queen, king, bishop, rook, as seen from the viewpoint of the direct opponent. By "direct opponent" is meant the opponent who directly faces the player in question. Of course, the order may be changed, and the position of bishop and knight may be reversed.



Optionally, there is no "check" and no "checkmate", as in the classic game, and instead when a king (or a piece parallel to it) is taken, the player to whom that king belongs exits the game with all his pieces. Also optionally, there is only one winner of the game, and he is the player who succeeds to preserve his king. The game is played by individuals or optionally by couples, and any alliance that may be established between players dissolves at a given stage of the game.

It is permitted, and even desirable, to establish a time limit for each move of each player, thereby rendering the game more lively and educational. Hour glasses may preferably be used for this purpose.

In preferred embodiments, the game of the invention is played on a cross-shaped board, the center of which comprises 6 x 6 squares cells, of any desired colors (though squares alternatively of two different colors, particularly black and white, will be described to facilitate illustration), and four extensions or arms, each of which comprises 3 x 6 squares cells, of any desired colors (though squares alternatively of two different colors, particularly black and white, will be described to facilitate illustration), disposed with the longer side adjacent the said center, the shorter side being perpendicular to it.

Generally, one piece for each player is defined by the rules of the game, agreed upon by the players, to be the main or essential one. Generally, such piece will be the king of a set of chess pieces, or a piece corresponding to it, and therefore the term "king" will be used hereinafter

to mean any main piece. Hereinafter when reference is made to a classic piece, it should be understood that what is said applies to the corresponding piece as well.

The board may have cells that are not squares but polygons or have other shapes, e.g. with curved sides. It will suffice that the cells be arranged in rows in two different, preferably perpendicular, directions, so that they form a board that can be used similarly to a classic board.

The board itself and the sets of pieces, as well as their use for playing and/or learning to play the game, are also aspects of the invention.

A significant advantage of the game of the invention, in its preferred embodiments, is that learning the rules of chess is a side benefit, and need not be the reason, of the actual playing, though the game of chess is learned through it even by those who had no prior knowledge at all. For many players, in particular children, the fact that the present game is derived from chess has no relevance. Thus in the present game the rules of chess governing the motions of the pieces are kept, but every other parameter can be changed: for instance, the shape of the board, the shape of the pieces, their significance and even the significance of the game.

To facilitate beginners in learning the game, the invention provides a set of cut-out patterns, hereinafter called "motion patterns", each of which defines the motions permitted to the several pieces of the game. These are of great help to beginners in learning the game of the invention, and

therefore in preparing for the classic chess game which permits the same motions of the pieces. They constitute a pleasant game as to themselves.

One aspect of the invention is a method of generating a game board required for playing a desired game, which comprises providing a base board, providing a set of frames for masking part of said base board, each of the frames of said set leaving uncovered a part of said base board, and superimposing to said base board the frame of said set that leaves uncovered the part of said base board defining the intended game board. The device comprising a base board and a set of frames for carrying out said method is also comprised in the invention.

### **Brief Description of the Drawings**

In the drawings:

- Fig. 1 is a plan view of a board for playing the game of the invention;
- Fig. 2 is a perspective view of such a board with the sets of pieces of four players arranged in the starting position;
- Fig. 3 shows the board and sets of pieces as they are arranged in Fig. 2, but schematically represented in plane view;
- Figs. 4A to 4F show a set of motion patterns;
- Fig. 5 diagrammatically illustrates the use of the motion patterns;
- Fig. 6 shows the pattern of the board of Fig. 1;
- Figs. 7 and 8 show partial patterns of boards for particular purposes;

- Fig. 9 shows the pattern of a base board having 14 sides, from which all the boards of the several embodiments of the invention may be derived;
- Figs. 10 to 15 show, each, a perspective view of a piece corresponding to a classic piece, use din an embodiment of the invention, and a plan view of the flat components of which said corresponding piece consists;
- Fig. 16 is an example of a board having cells that are not square;
- Fig. 17 schematically illustrates a sand-glass that may be used to time the moves of the game;
- Fig. 18 is a plane view of a cross-shaped frame; and
- Fig. 19 (a) to (c) illustrate in schematic, perspective view how a cross-shaped game board is created by superimposing the frame of Fig. 18 to the base board of Fig. 9.

### **Detailed Description of Preferred Embodiments**

As shown in Fig. 1, in a preferred embodiment, the board, generally indicated at 10, comprises a center of 6 x 6 squares 11, alternatively of one of two different colors, which in Fig. 1 are white and black. The board further comprises four arms 12 attached and parallel to the four sides of the center, each having a dimension, herein called the width, equal to the side of the center, viz. of six squares, and another dimension, herein called the depth, of only three squares. The width is indicated in Fig. 1 as 13 and the depth as 14. Therefore each arm comprises three rows. The row adjacent the center will be called "the inner row"; the row most distant from the center will be called "the outer row"; and the row between them will be called "the intermediate row". It is seen that in this

embodiment the squares of the arms as well are alternatively of one of two different colors, and are in such an order that, in the inner row of each arm, each square of one of the two colors is adjacent to a square of the center having the other color. As a result, each square located at an end of an inner row of an arm is adjacent to a square of the same color at an end of the inner row of an adjacent arm. Two such squares are indicated at 16 and 16' in Fig. 1.

As has been said, such a division in squares is not indispensable. What is important is that the board be divided into separate areas so that the distances between the areas should be the same. Therefore said areas are called herein "cells". The arrangement of the board in different graphics does not change the rules of the game. Therefore, instead of arranging the board in black and white squares, one could arrange it in cells of different shape, e.g. round areas, of any chosen colors or adopt any other geometric form or a form that is not geometrically defined, but is adapted to play thereon the game on condition that the motions of the pieces are subject to the appropriate rules, particularly those of the classic chess game. The distance between the centers of the cells will be established according to the size of the board, the size of the pieces, and the spaces through which they move. Fig. 16 shows a portion of a board according to an embodiment having curvilinear cells.

Fig. 2 shows in perspective view the board of Fig. 1 on which four sets of classic pieces are arranged in the starting position. It is seen that each set is placed on one of the arms and specifically on the outer and intermediate rows thereof, the pawns occupying the intermediate row. In

Fig. 1 the three rows of an arm 12 are indicated as 17, 18 and 19. The pieces are arranged on rows 18 and 19 of each arm, and more precisely, row 18, the intermediate row, is occupied by 6 pawns. The other pieces are arranged on outer row 19, preferably in this way: the queen is on the center white square, indicated in Fig. 1 as 20; the king is placed on the center black square, indicated in Fig. 1 at 21; the two rooks are placed on the end squares, indicated in Fig. 1 at 22. The remaining squares, between the rooks and the king and queen, indicated in Fig. 1 at 23 and 24, are occupied by the bishop and the knight. In Fig. 2, the bishop is at square 23, viz. adjacent to the queen, and the knight is at square 24, viz. adjacent to the king, but while this is a preferred arrangement, the places of the bishop and the knight could be switched without substantially altering the game of the invention. The arrangement of the pieces is diagrammatically shown in Fig. 3 in plane view, the pieces being represented by conventional signs.

Fig. 4 illustrates, a set of motion patterns, each shown in plan and in perspective view, which can be conveniently defined by cardboard or plastic pieces cut out as shown in the figure. In each of them a round space indicates the position of the relevant piece, square spaces indicate final positions and open spaces indicate the areas through which it may move, hereinafter called "corridors". In Fig. 4A, pattern 30 defines the motions of the queen. The position of the queen is shown by round area 31; open corridor 32 indicates that the queen may move on a straight line for any distance; open corridor 33 indicate that the queen may move transversely for any distance. In Fig. 4B, pattern 35 defines the motions of the rook. The position of the rook is shown by the round area 36 and

the open corridor 37 indicates that the rook may move in a straight direction for any distance. In Fig. 4C, pattern 40 indicates the motions of the knight. The position of the knight is shown by the round area 41 and its final position by square area 42, indicating that the knight may one first step to the side and then another in the perpendicular direction. In Fig. 4D, pattern 45 defines the motions of the bishop. The position of the bishop is shown by round area 46 and open corridor 47 indicates that the bishop may move sideways for any distance. In Fig. 4E, pattern 48 indicates the motions of the king, its position being shown by the round area 49 and its final positions by square areas 50. Finally, in Fig. 4F, pattern 52 indicates the motions of the pawn, its starting position being shown by the round area 53, its final positions by square areas 54, and its positions after taking an opponent's piece, by triangular areas 54'. It is obvious that the motion patterns may be placed in any angular position about the position of the piece concerned. The relevant angular positions are four, at right angles to one another. This is exemplified in Fig. 5, in which the broken lines define four corridors 55, 56, 57 and 58, along which a bishop is permitted to move. In Fig. 4D only one such corridor is shown at 47, but the bishop can move along four different such corridors at right angles from one another (as far as permitted by the borders game board) and such corridors are shown in Fig. 4 in broken lines. The patterns can be used separate from the board and the pieces to learn the movements of the several pieces.

There is a preferred limitation to the motion of a pawn after one piece of a opponent has been taken in the opponent's area. The motion must be in the direction of the group (of pieces) perpendicular to the player who took

said piece, facing the groups from which the piece was taken. The rule of the classic game, according to which a pawn can be taken during its motion, does not exist in the present game.

Every motion pattern, except that relating to the pawns, is bi-directional. That relating to the pawns is uni-directional. The pawn is the only piece the motion of which is limited to a given direction and takes other pieces in a direction different from that of its motion.

Fig. 6 shows the pattern of a board as preferably used for the game of the invention and as illustrated in Fig. 1. However, partial board patterns may be used for various purposes, such as to permit a game to be played by three or two players only, or even for the use of a single player practicing the appropriate motions of the pieces. Two examples of such partial patterns are shown in Figs. 7 and 8. Fig. 9 shows a large board consisting of 14 rows each consisting of 14 square cells. This may be called the base board, and has the property that any game board used in the preferred embodiments of the invention may be derived from it, in the sense that it is a part of it, obtained by canceling the remaining parts. Different game boards can be created by superimposing different frames to said base board. For example, Fig. 18 shows a cross-shaped frame. Fig. 19(a) shows the same frame in perspective view. Fig. 19(b) shows the base board of Fig. 9 in perspective view. Fig. 19(c) shows how a cross-shaped game board is obtained by superimposing the frame of Fig. 19(a) to the base board of Fig. 19(c). In this way, any game board contained in the base board can be obtained by superimposing a corresponding frame to the base board.



While in the classic chess game "castling" is not permitted under "check", in the present game it is generally permitted, as is natural since the warning "check" may not exist.

In the game of the invention, there is no rule that once a piece has been touched by a player, it must be moved. The player can change his mind as long as his turn has not elapsed and the time assigned to each move, if such has been established, has not ended.

It is desirable to assign a given time period for every move. If so, an hour glass, an example of which is shown at 60 in Fig. 17, can be conveniently used. In it, the sand is enclosed in a flexible, eight-shaped container 61. Two pushbuttons 62 are mounted in the body of the hour glass so that they may slide horizontally. When the waist of the flexible container is open, as seen in detail (A), the sand collects on the bottom half of the hour glass, and when the hour glass is overturned and its waist is reduced to a given width, e.g. by pressing pushbuttons 62 together, the sand flows down from the top to the bottom of the hour glass within a time period depending on said width, as shown in detail (B). Conventional hour glasses, however, could also be used.

Figs. 10, 11, 12, 13, 14 and 15, respectively illustrate pieces according to an embodiment of the invention, which respectively correspond to king, queen, bishop, knight, rook and pawn. In each drawing the corresponding piece is shown in perspective and the elements of which they are composed in this embodiment are shown in plane view in the same figure.

The elements can be made of any flat material, for instance a metal or plastic plate or cardboard, cut in the suitable shape and provided wherever necessary, for assembling the various elements together, or by injection molding of plastic matter generating a three-dimensional piece. For instance, the piece 65, corresponding to the king, shown in Fig. 10, is composed of a central element 66 and a base element 67. The two elements are provided with slits 68 and 69 respectively, and can be inserted into said slits to assemble the piece, which in use will rest on the base element 67, the central element 66 being upright. The remaining pieces corresponding to classic pieces, shown in Figs. 11 to 15, are built in the same way, as it is easily understood from the drawings. Each group of players can design and make its own set of corresponding pieces and, particularly in the case of children, this can be entertaining and educational.

As has been said, the board, the sets of pieces and the motion patterns, and their use, are also, as to themselves, aspects of the invention.

The game of the invention, together with the board, the sets of pieces and the motion patterns, may be used as part of an educational process, which comprises causing the persons to be improved by said educational process gradually to learn the game of the invention, to become accustomed to the interpersonal relationship involved in the presence of four players and to acquire therefore social adaptability and behavior, and to evolve, if desired, to the classic chess game and to the professional and social rules attached to it. The educational process of the invention may be carried out as a group process.

While the rules of the game may be completed and even changed by the players, several preferred rules has been given. While it is desirable to apply them, any departure from them should not be considered as a departure from the invention. The invention may be carried out with many modifications, variations and adaptations, without departing from its spirit or exceeding the scope of the claims.

### CLAIMS

1. Game which comprises the following features:

- 1 – It is played by four players, each having a set of 12 pieces comprising a first subset of six pieces, two of which are equal to one another while the other four are different from one another and from the aforesaid two, and a second subset of six pieces, equal to one another and different from the pieces of said first set.
- 2 – The aforesaid sets of pieces are arranged, at the start of the game, each on the outermost on two parallel rows, the six pieces of said first subset on one row in a predetermined succession, and the six pieces of said second subset on the other row.
- 3 – The players make their moves successively in clockwise or counterclockwise order.
- 4 – One of the pieces of each set is designated as the main piece, and when said main piece is taken, the player to whom it belongs exits the game with all his pieces.
- 5 – Optionally, there is only one winner of the game, and he is the player who succeeds to preserve his main piece.

2. Game according to claim 1, which is played on a cross-shaped board, which comprises a center of 6 x 6 cells and four arms, each of which comprises 3 x 6 cells, disposed with the longer side adjacent the said center, the shorter side being perpendicular to it.

3. Game according to claim 1, which is played on a cross-shaped board that is a part of a general board, said general board being square and consisting of 14 rows of 14 square cells each.
4. Game according to claim 1, further comprising a time limit for each move of each player.
- 5 – Game according to claim 4, wherein the time limit is determined by an hour glass.
6. Game according to claim 1, wherein the cells are squares.
7. Game according to claim 1, wherein the cells are polygons different from squares or are figures bounded by curved sides.
8. Game according to claim 1 or 3, wherein the cells are alternatively of two different colors.
9. Game according to claim 1, wherein each of the sets of pieces is equal to a classic chess set or is composed of pieces each of which corresponds to a classic piece, except in that *the first subset* has only one bishop and one knight instead of two and *the second subset* has six pawns instead of eight.
10. Game according to claim 9, wherein the pieces corresponding to classic pieces are made of a number of elements assembled together.

11. Game according to claim 10, wherein the elements are flat and formed from flat material.

12. Game according to claim 11, wherein the flat material is chosen from among metal, wood or plastic plates or cardboard.

13. Game according to claim 1, wherein the pieces of the first subset are arranged, at the start of the game, similarly to the arrangement of the classic chess game, except that said pieces are arranged in the same way for all players and not specularly to one another.

14. Game according to claim 9, wherein the pieces of the first subset are classic pieces arranged at the start of the game in the succession from right to left: rook, knight, queen, king, bishop, rook, as seen from the viewpoint of the direct opponent. By "direct opponent" is meant the opponent who directly faces the player in question. Of course, the order can be changed and the position of the bishop and knight may be reversed.

15. Game according to claim 14, wherein the pieces of the second subset are all pawns only.

16. Game according to claim 9, wherein the pieces of the first subset are pieces corresponding to classic pieces arranged at the start of the game in the succession from left to right: rook, bishop, queen, king, knight, rook, and the pieces of the second subset are pieces corresponding to pawns only.

17. Board for playing a game according to claim 2, wherein each arm comprises an inner row, an outer row and an intermediate row. and comprise cells alternatively of one of two different colors, which cells are in such an order that, in the inner row of each arm, each cell of one of the two colors is adjacent to a cell of the center having a different color.

18. Board according to claim 17, wherein the cells are squares.

19. Board according to claim 17, wherein each arm comprises an inner row, an outer row and an intermediate row. and comprise squares alternatively of one of two different colors, which squares are in such an order that each square located at an end of an inner row of an arm is adjacent to a square of the same color at an end of the inner row of an adjacent arm.

20. Set of patterns for learning the game of claim 1 or 2, which defines the motions allowed to at least a number of the pieces for playing said game.

21. Set of patterns according to claim 20, which are cut-out patterns wherein the motions allowed to a piece are defined in each pattern by an opening indicating the position of said piece and cut-out corridors each of which defines at least one of the motions allowed to said piece.

22. Set of patterns according to claim 21, consisting in cut-out cardboard or plastic pieces.

23. Set of pieces for playing a game according to claim 1, which comprises 12 pieces, six of them being equal to one another and the remaining six being different from the aforesaid equal six and comprising two pieces that are equal to one another and different from all other pieces and four pieces that are different from one another and different from all other pieces.

24. Set of pieces according to claim 23, which comprises a king, a queen, two rooks, one bishop, one knight and 6 pawns.

25. Set of pieces according to claim 24, which comprises pieces each corresponding to a king, a queen, two rooks, one bishop, one knight and 6 pawns.

26. Method of generating a game board required for playing a desired game, which comprises providing a base board, providing a set of frames for masking part of said base board, each of the frames of said set leaving uncovered a part of said base board, and superimposing to said base board the frame of said set that leaves uncovered the part of said base board defining said game board.

27. Device comprising a base board and a set of frames for carrying out the method of claim 26.

28. Educational process, which comprises causing the persons to be improved by said educational process gradually to learn the game of the invention.



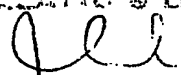
29. Educational process according to claim 28, further comprising causing the persons to be improved to become accustomed to the interpersonal relationship involved in the presence of four players and to acquire therefore social adaptability and behavior.

30. Educational process according to claim 28, further comprising causing the persons to be improved to evolve to the classic chess game and to the professional and social rules attached to it.

31. Use of a board comprising a center comprising 6 x 6 squares, alternatively of two different colors, and four arms, each of which comprises 3 x 6 squares, also alternatively of two different colors, and disposed with the longer side adjacent the said center, the shorter side being perpendicular to it, and of a set of pieces for playing a game according to claim 1.

30. Use of a set of patterns which define the motions allowed to at least a number of the pieces, for learning to play the game of claim 1.

[#131046-V2]

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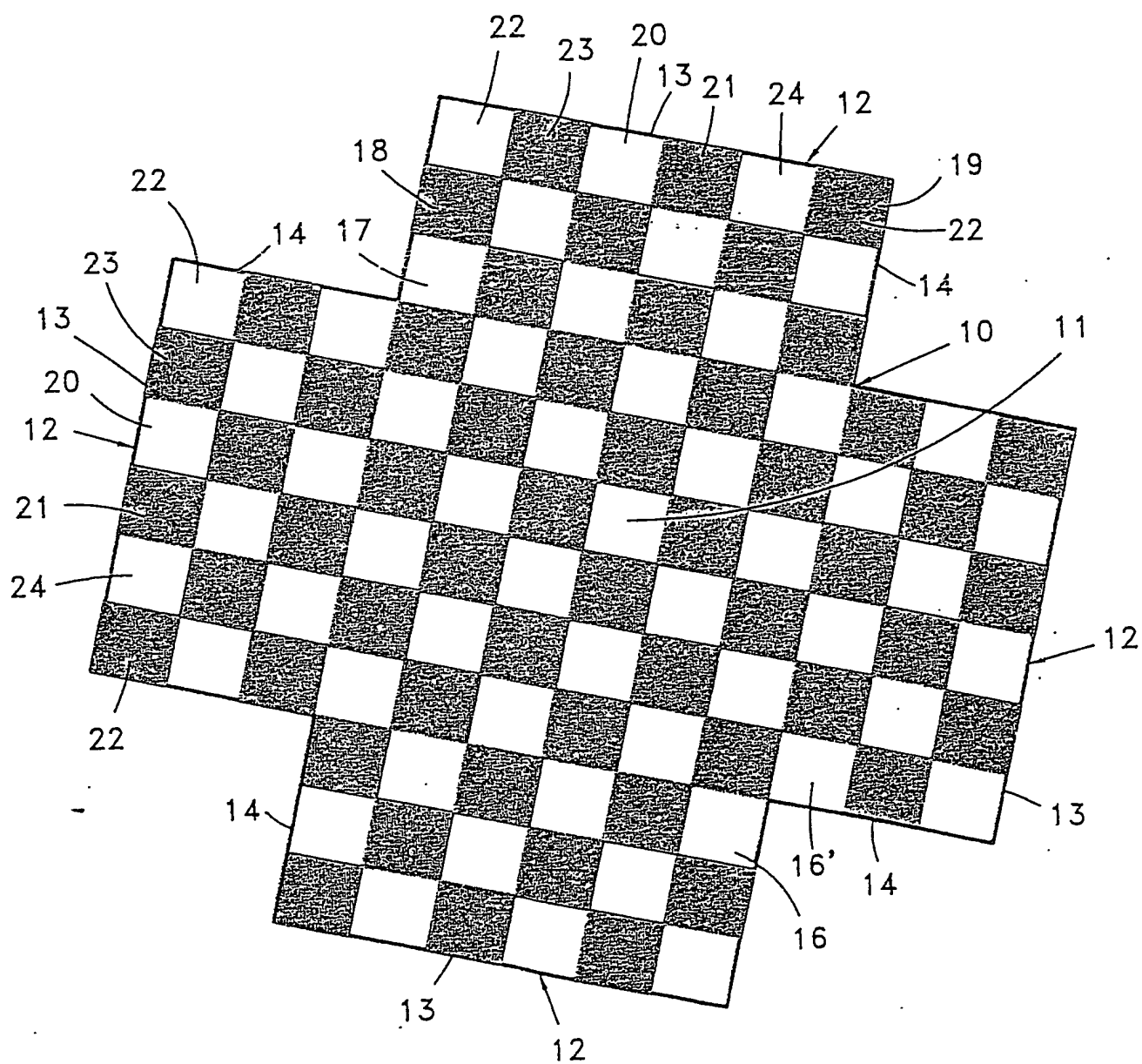


Fig. 1

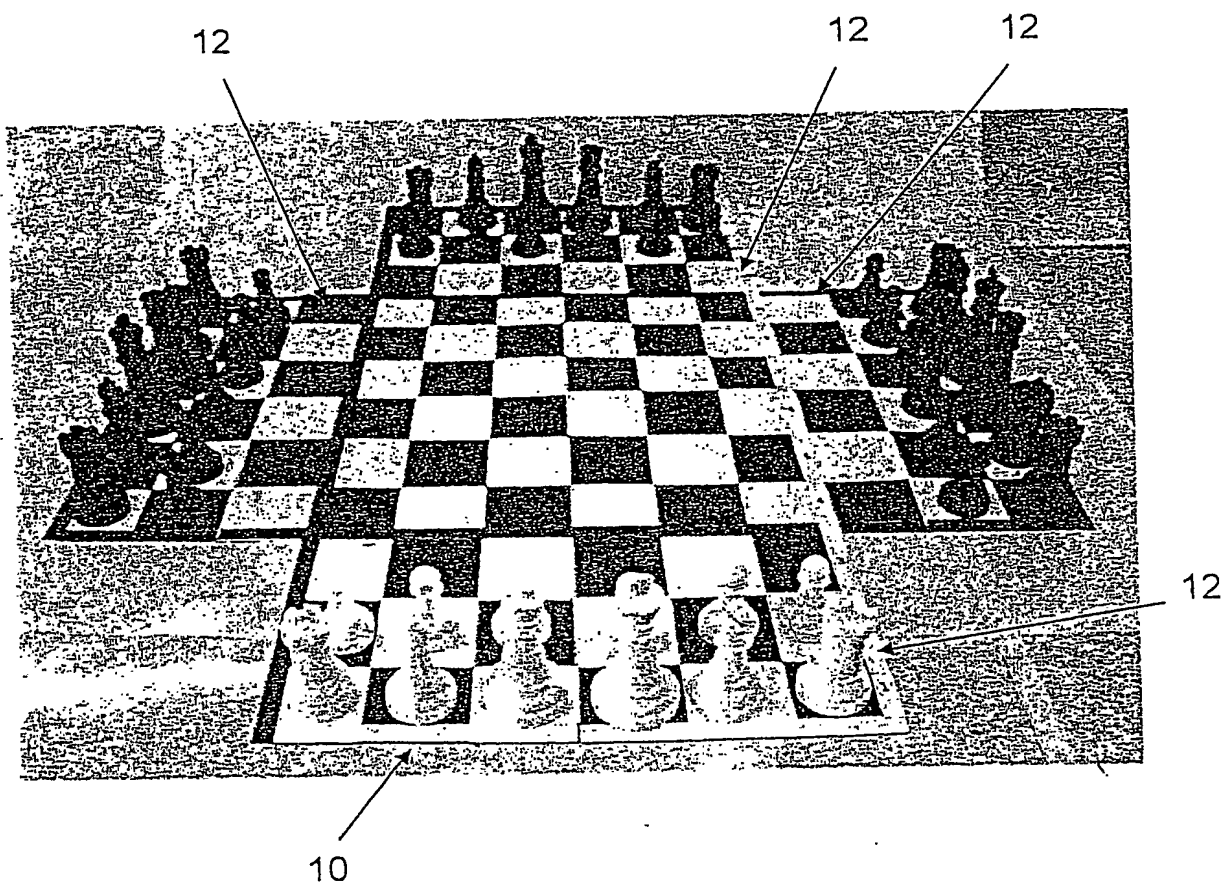


Fig. 2

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Twenty Four Sheets of Drawings  
Sheet No. 3

rook      bishop   queen   king   knight   rook

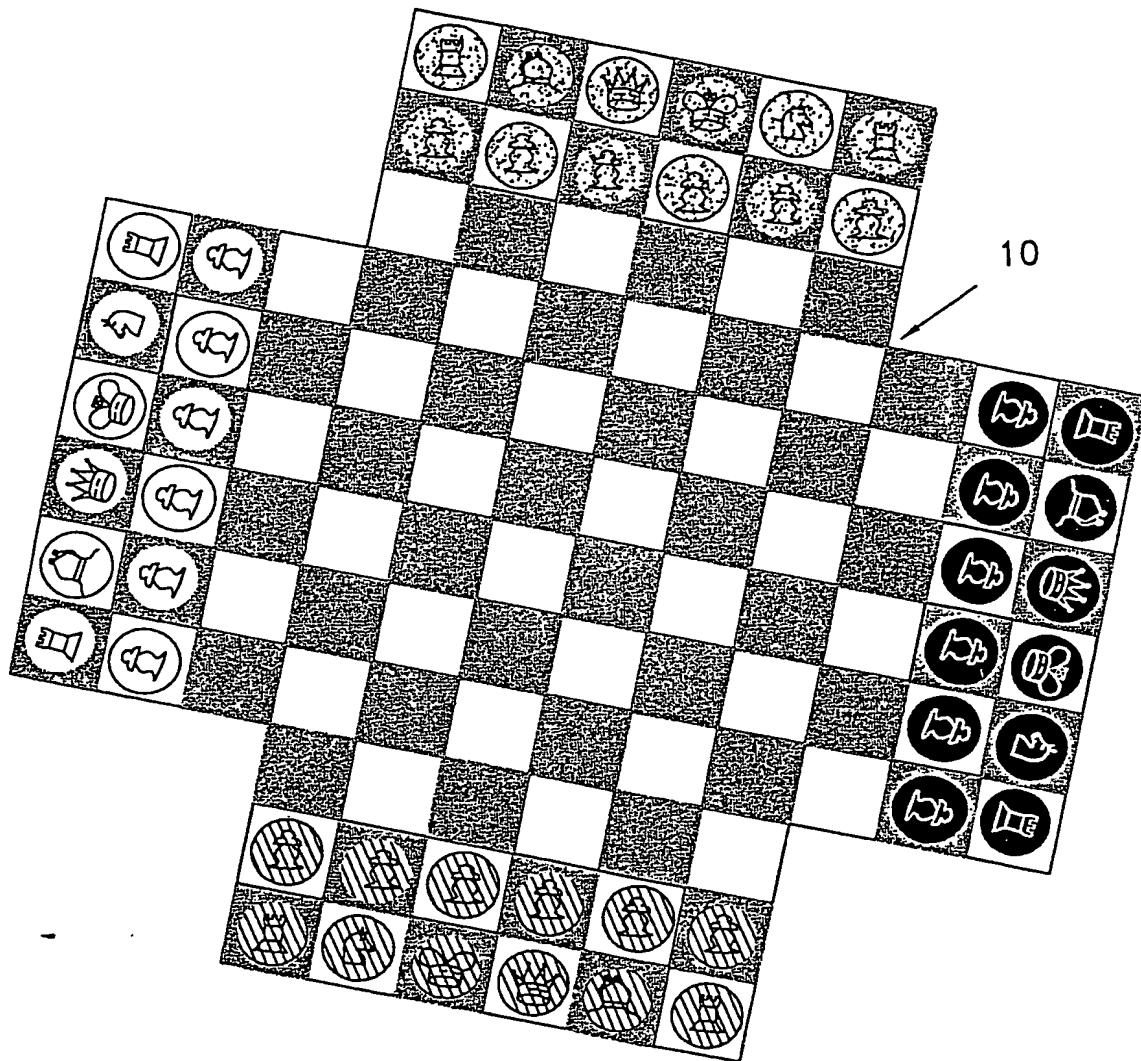


Fig. 3

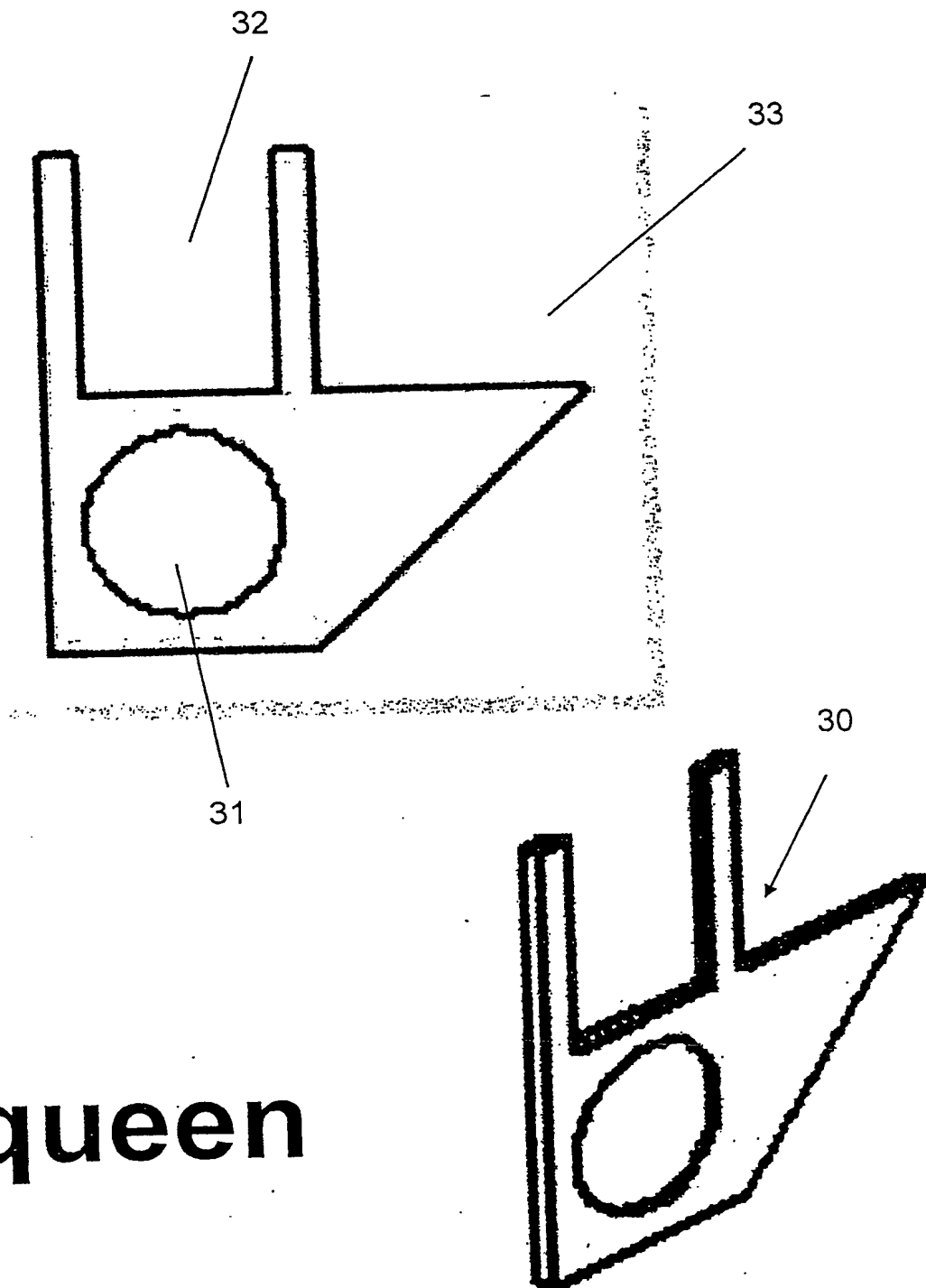
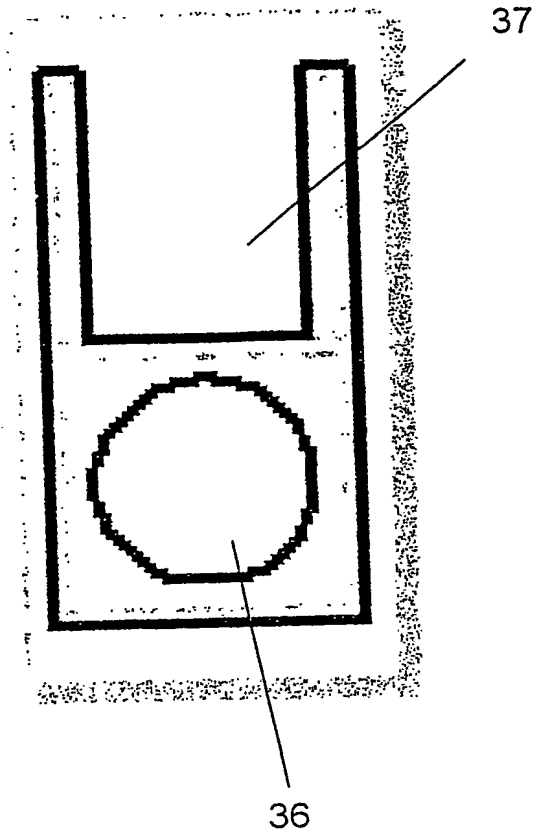


Fig. 4A



**rook**

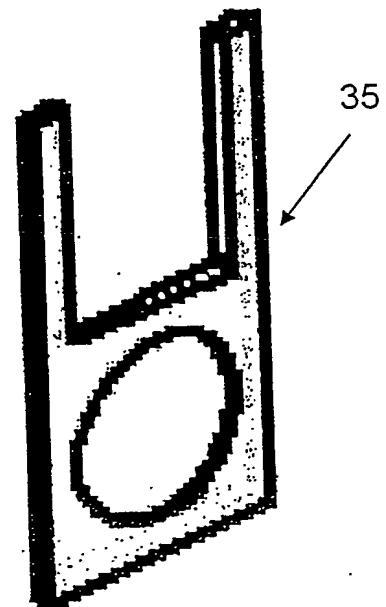
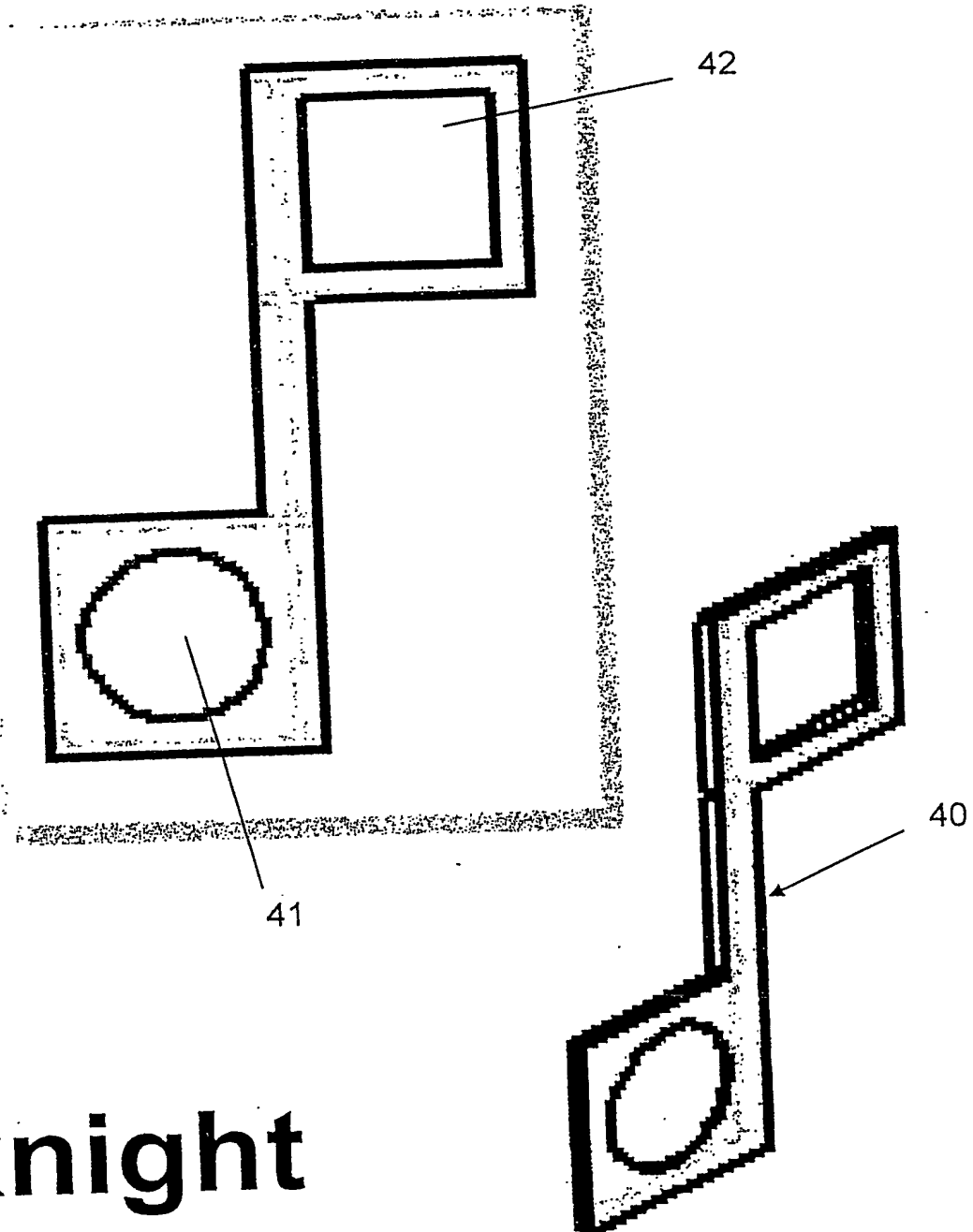
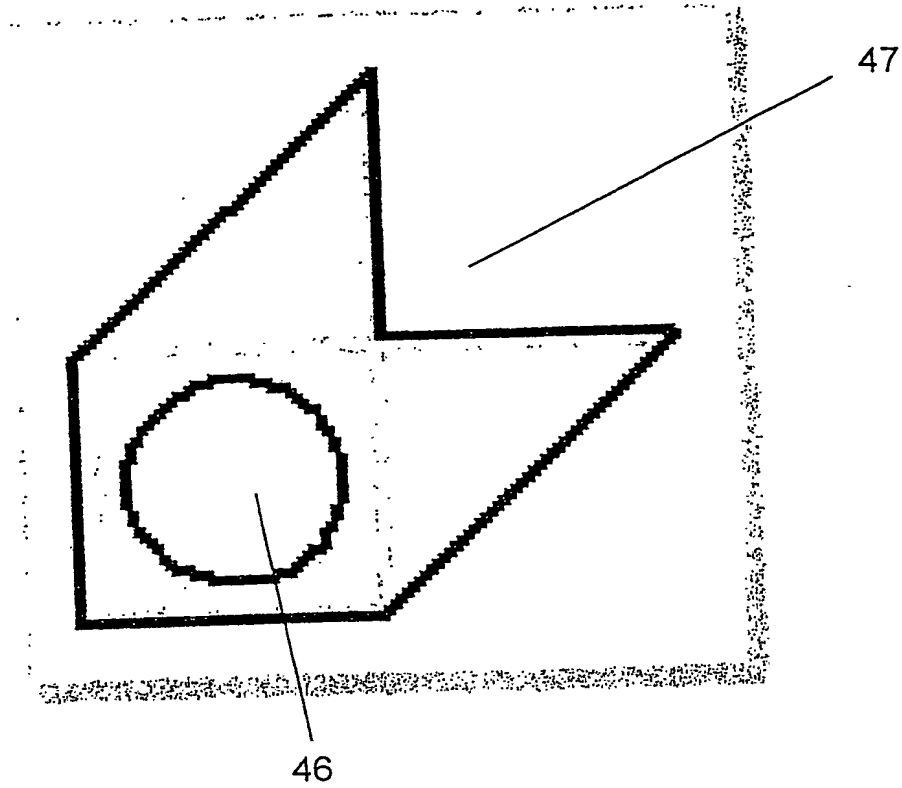


Fig. 4B



**knight**

Fig. 4C



**bishop**

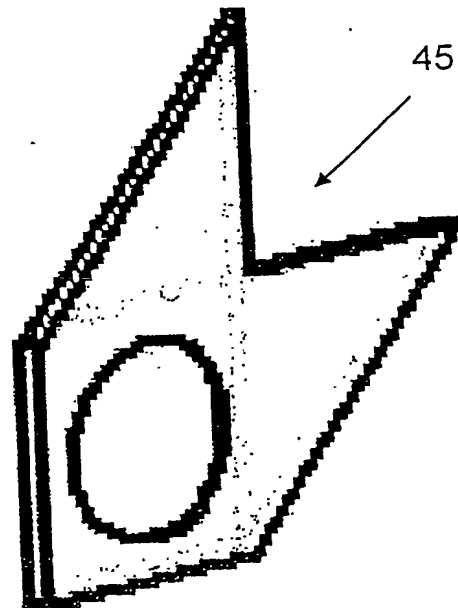
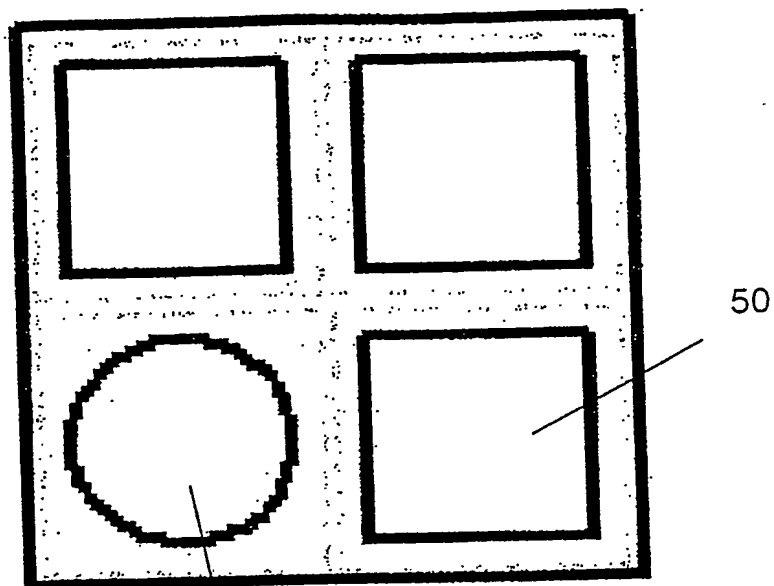


Fig. 4D





king

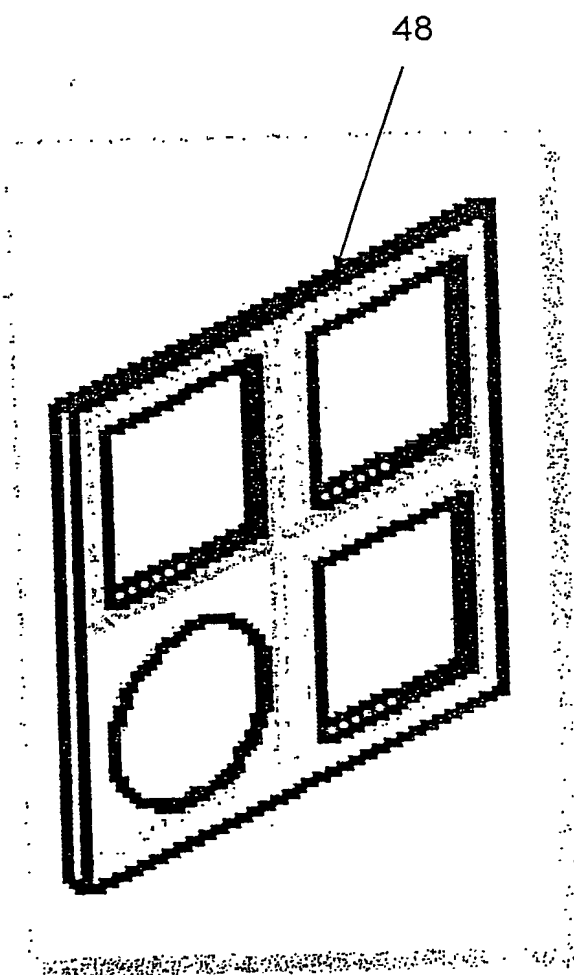
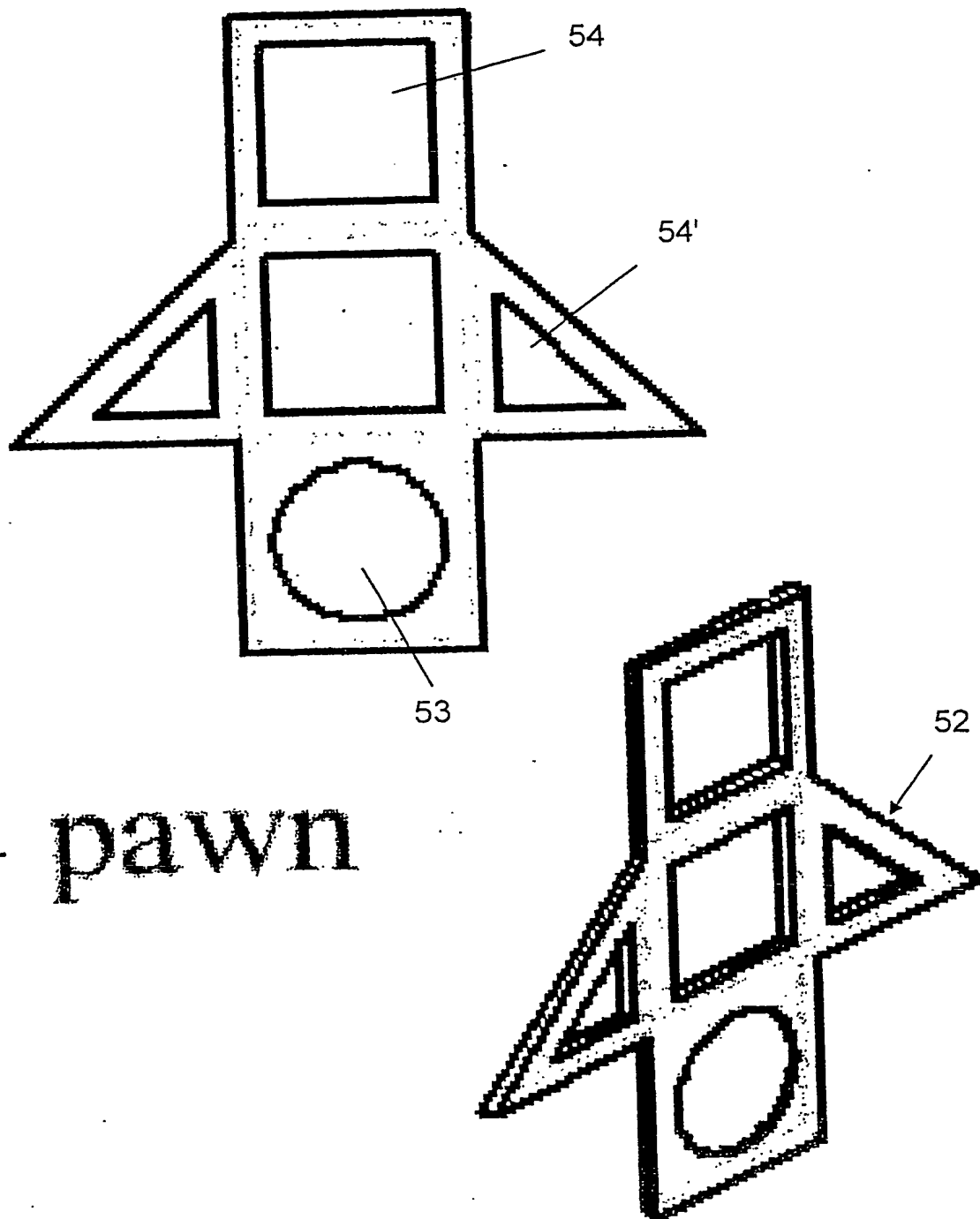


Fig. 4E



pawn

Fig.4F

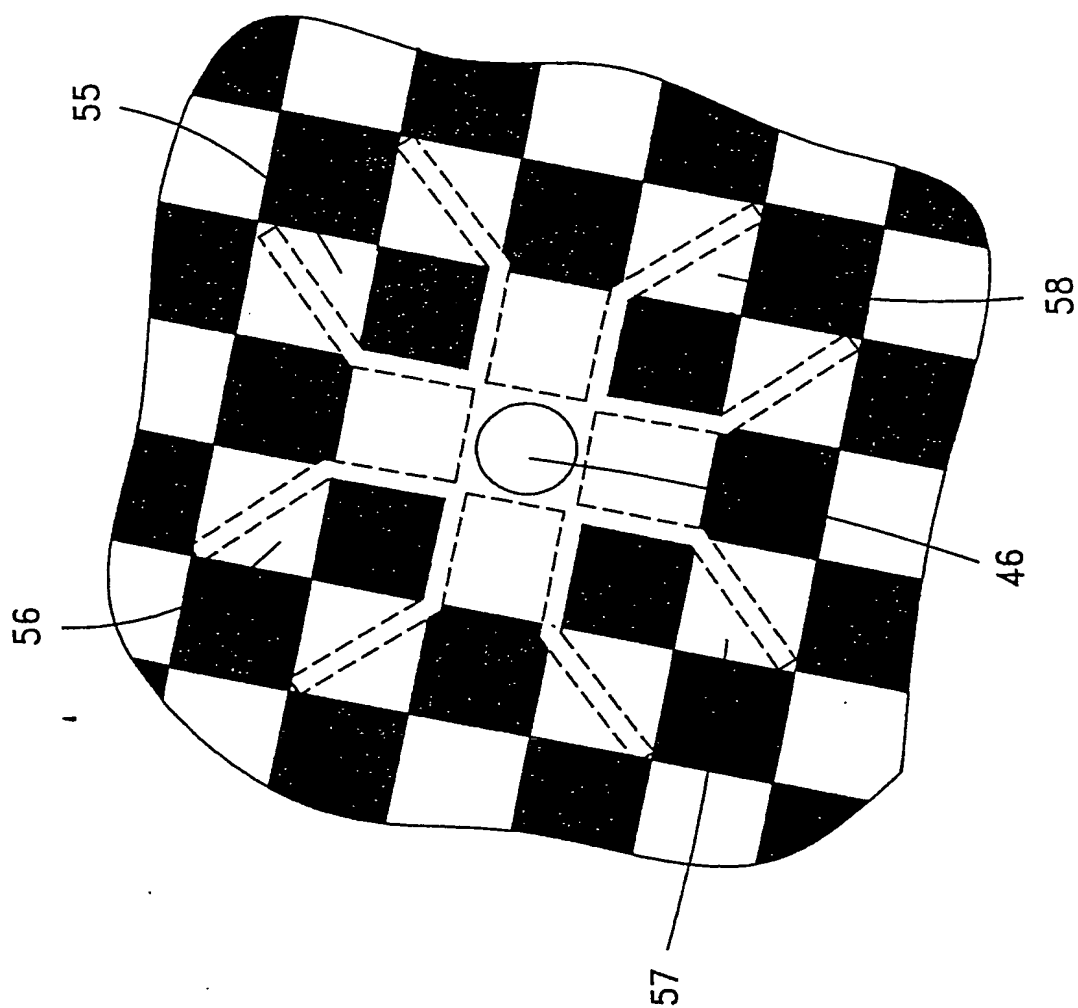


Fig. 5

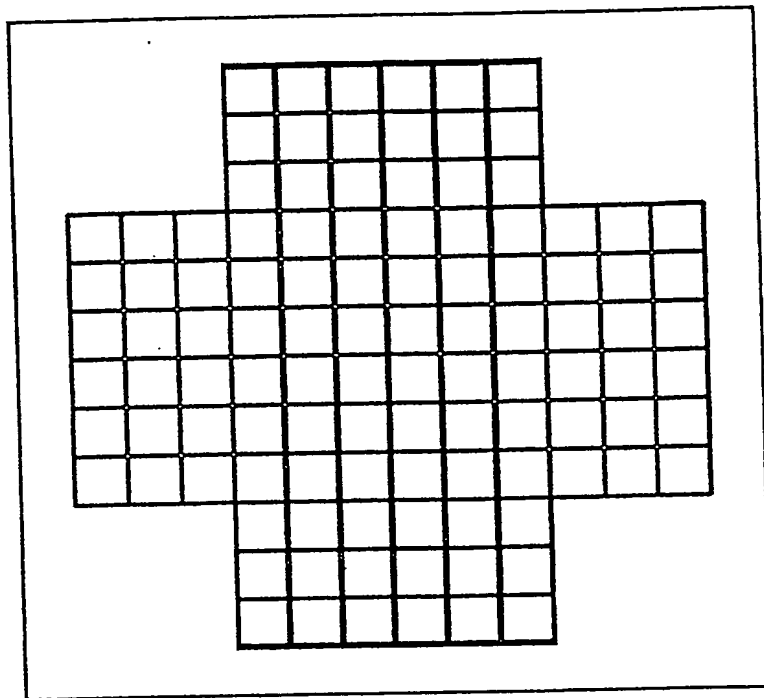


Fig. 6

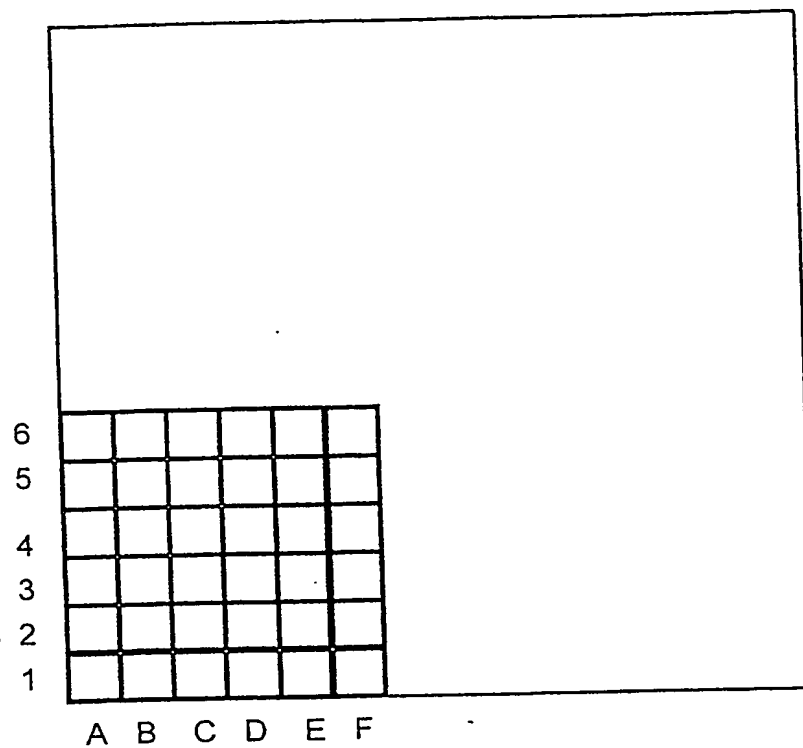


Fig. 7

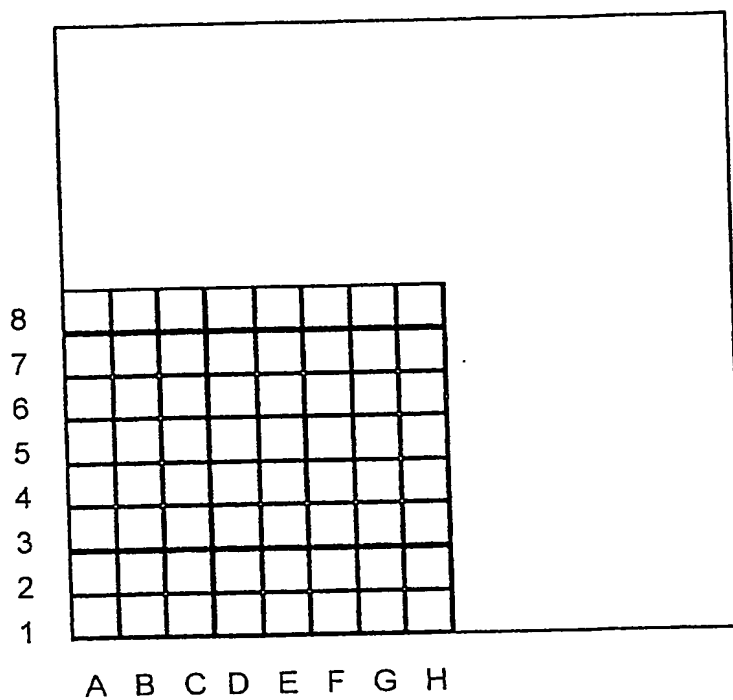


Fig. 8

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Twenty Four Sheets of Drawings  
Sheet No. 14

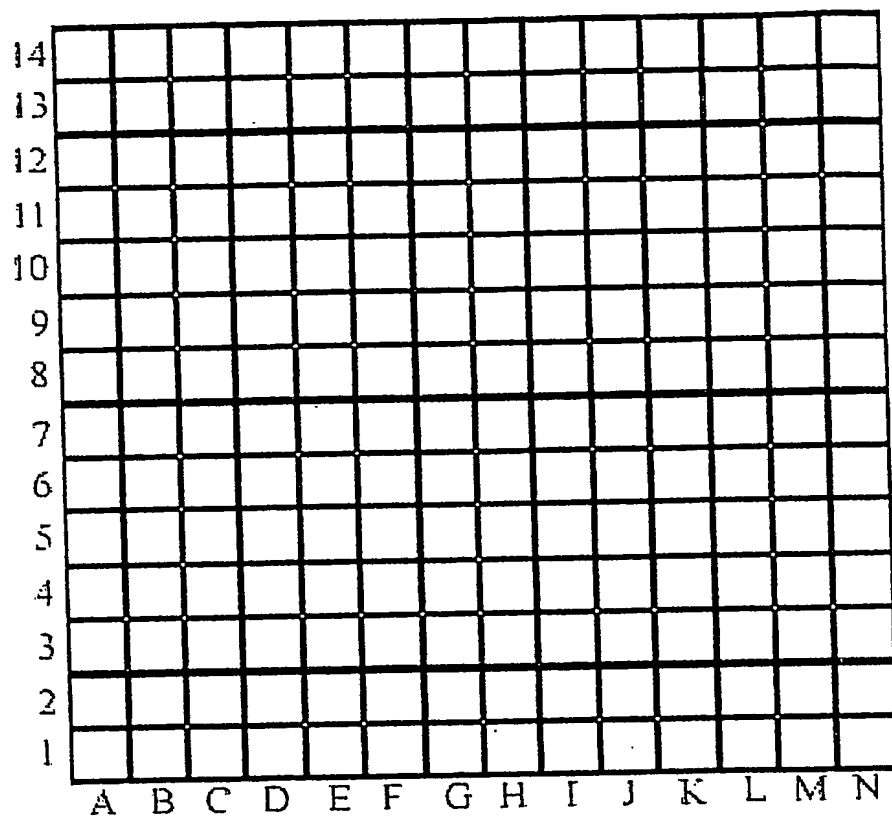


Fig. 9

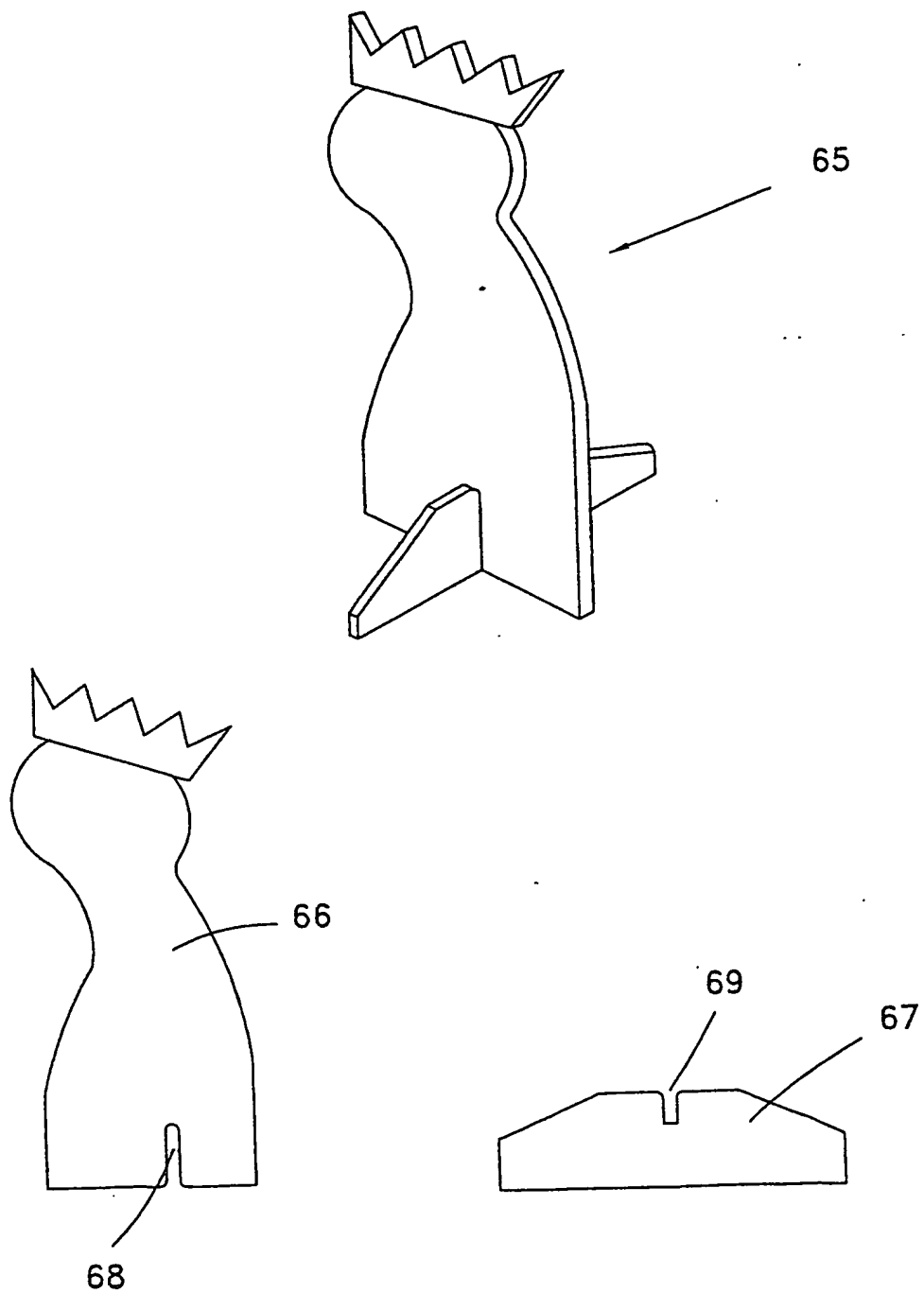


Fig. 10



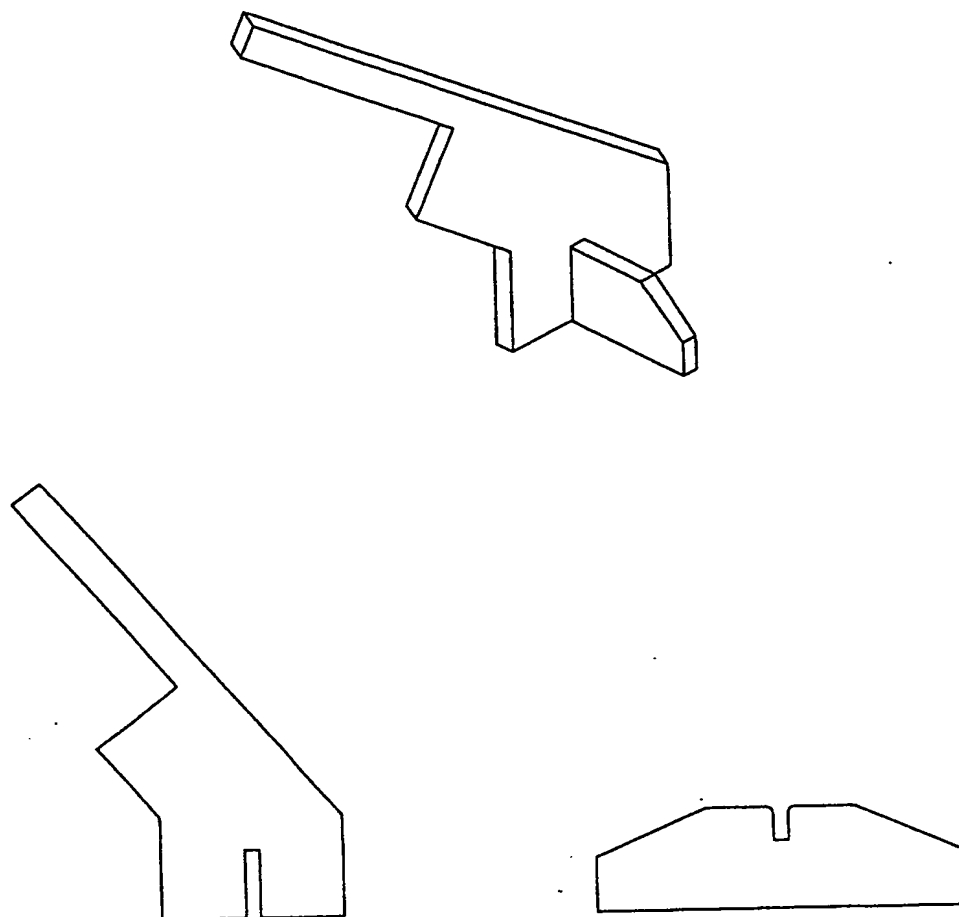


Fig. 11

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Twenty Four Sheets of Drawings  
Sheet No. 17

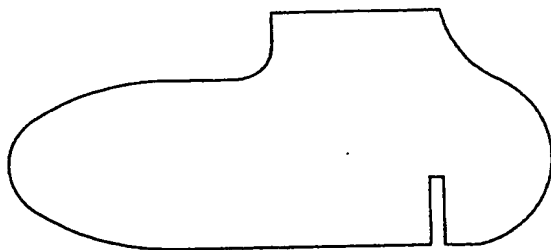
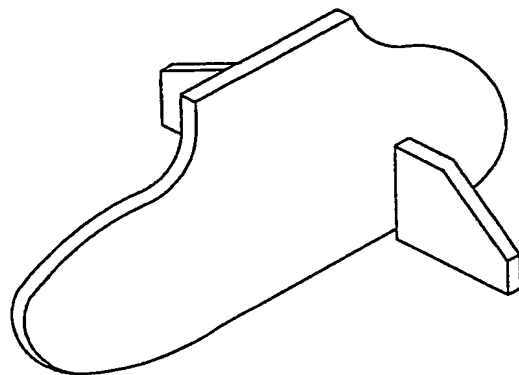


Fig. 12

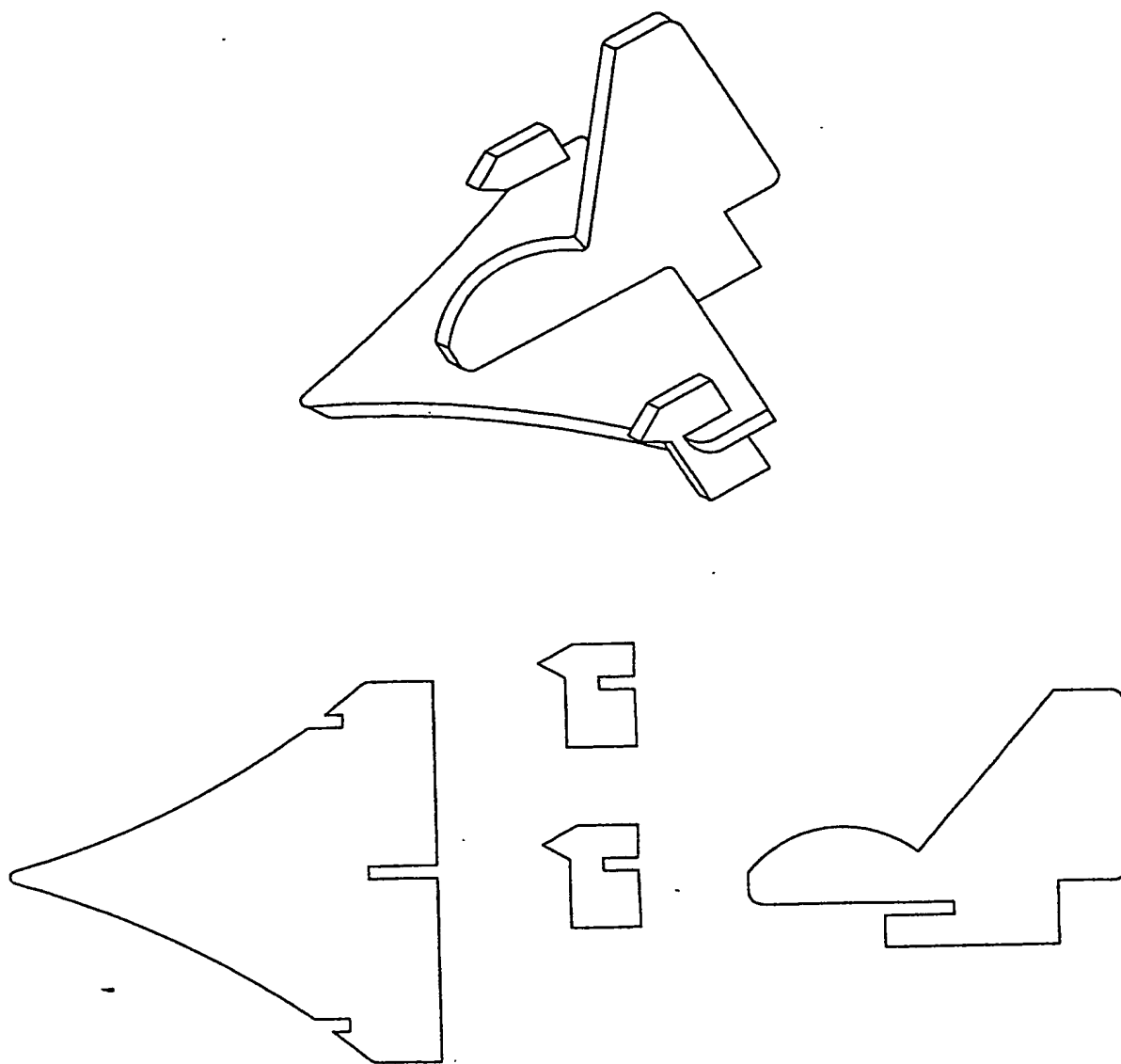


Fig. 13

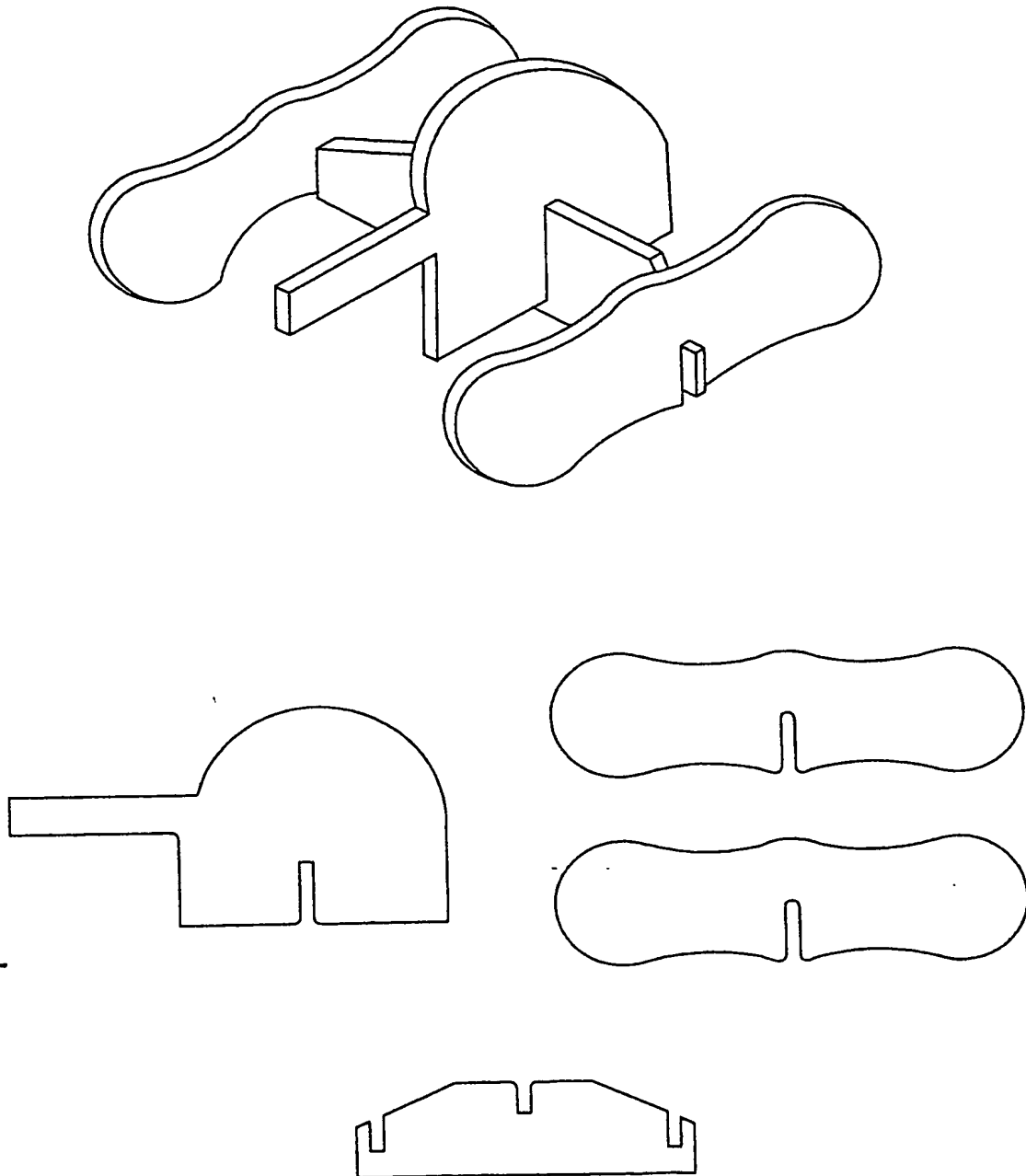


Fig. 14

15025/02  
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Twenty Four Sheets of Drawings  
Sheet No. 20

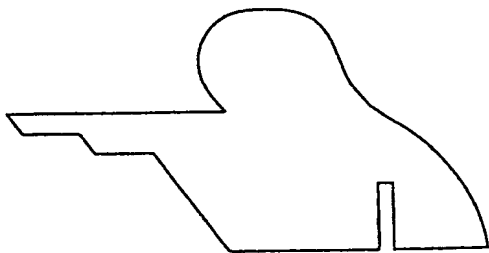
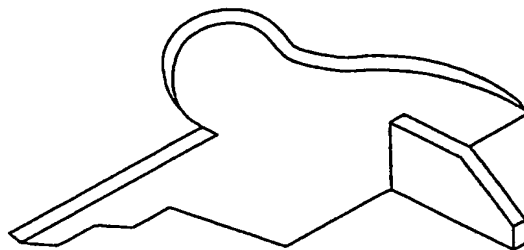


Fig. 15

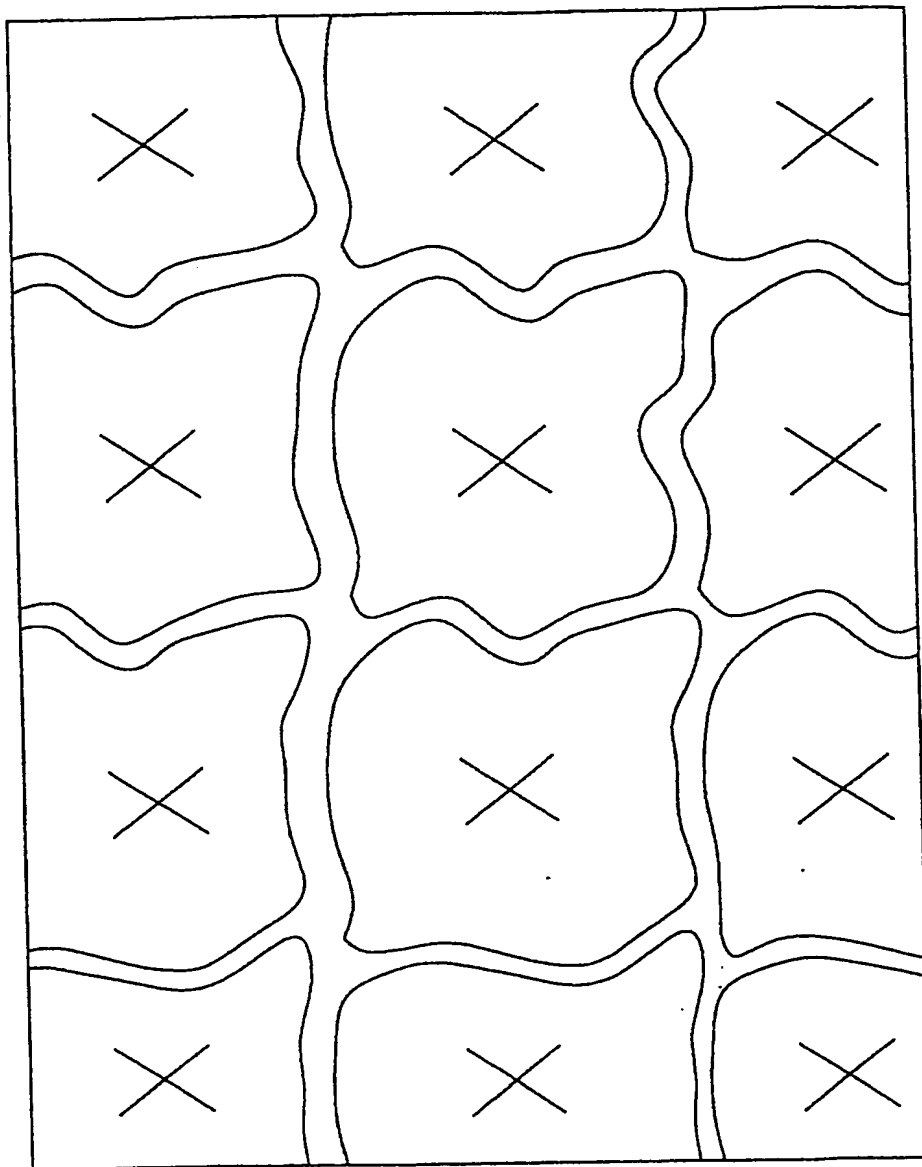


Fig. 16

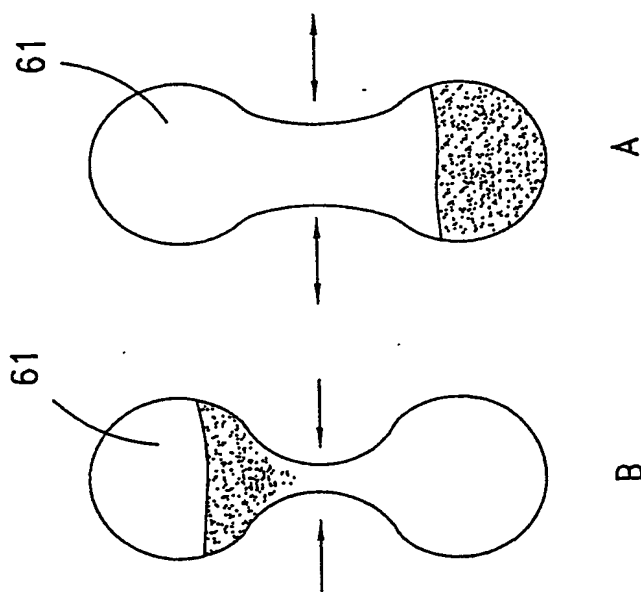
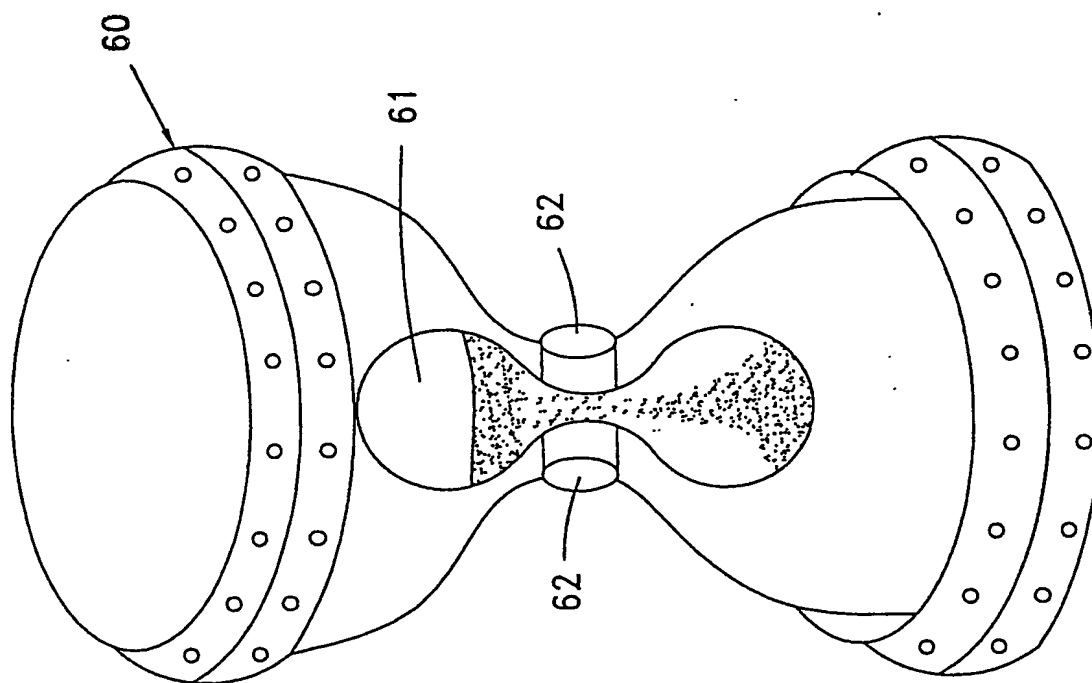


Fig. 17

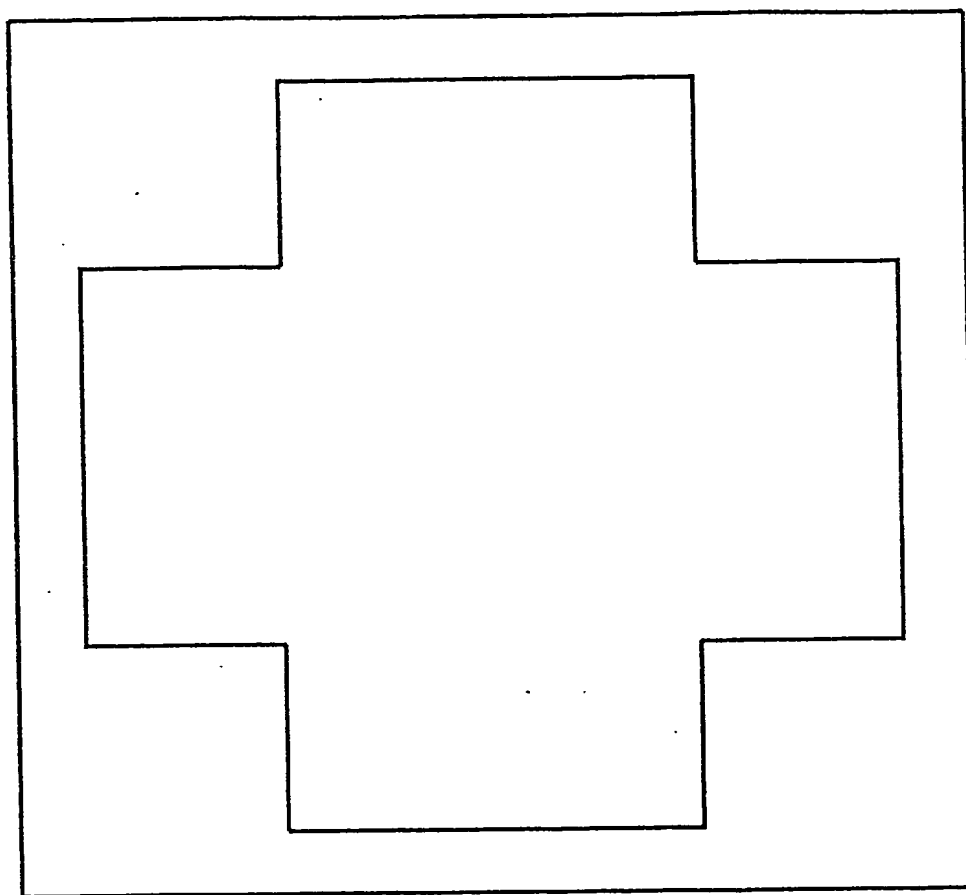
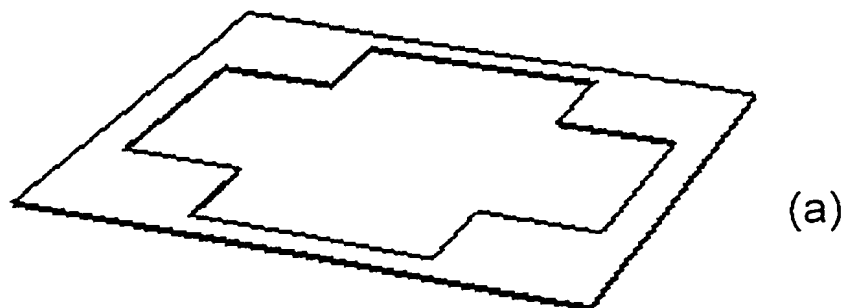


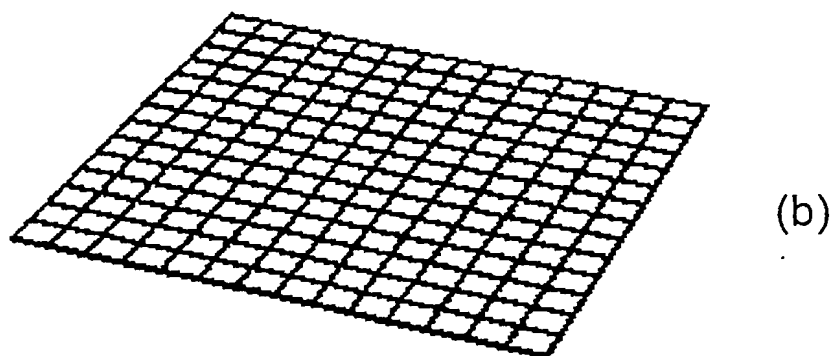
Fig. 18



frame



board



game board

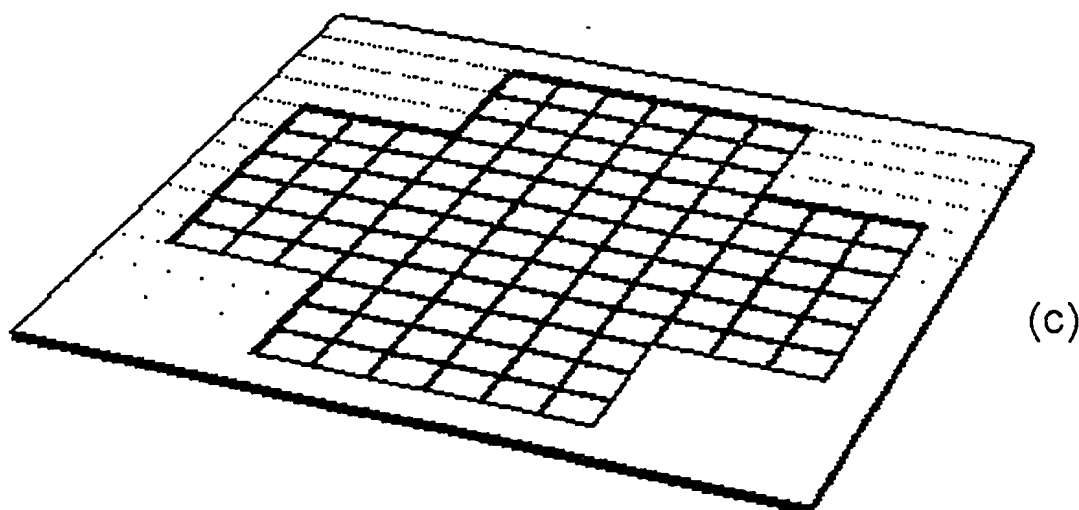


Fig. 19

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